

INTERACTIVE KIOSK FOR COLLEGE OF ENGINEERING

Team Phoenix:

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THE PROBLEM

- Engineering buildings lack centralized location for finding information in person.
- What offices can you find in JEB, and what can you not find?
- Where are those offices?
- Where can you find a information on all upcoming events related to the College of Engineering?



INTERACTIVE TOUCHSCREEN KIOSK

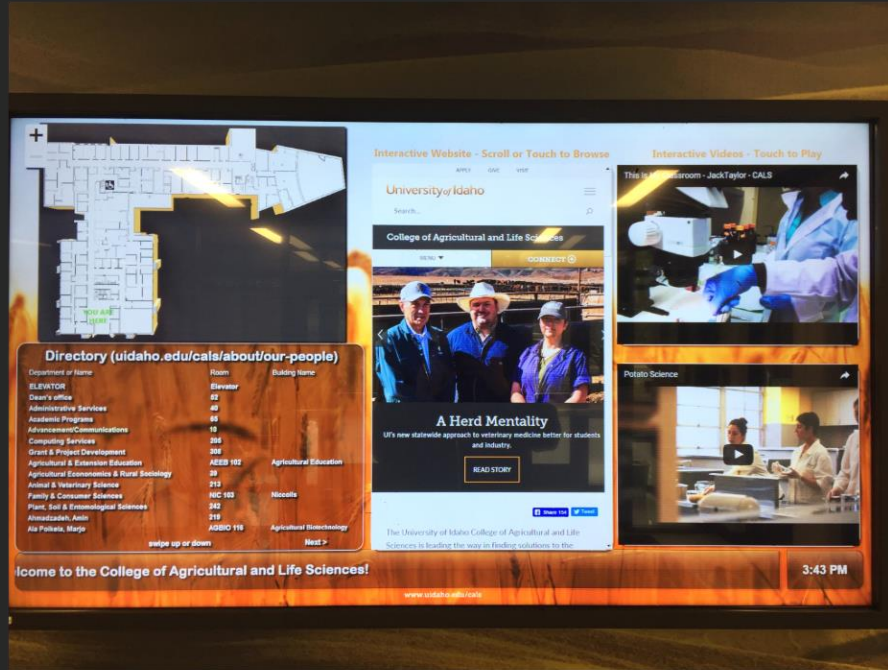
“The Portal to All of Engineering”
- Rob Patton



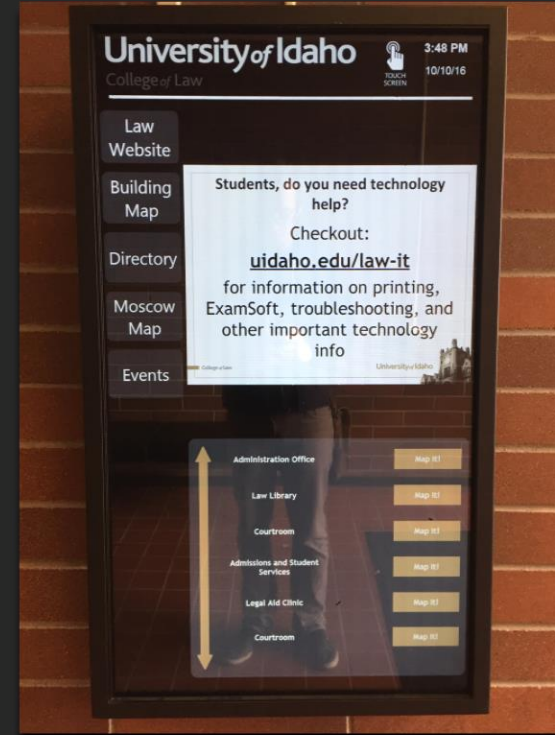
Interactive Kiosk for
College of Engineering

University of Idaho
College of Engineering

College of Agricultural and Life Sciences (CALS)



Menard Law Building



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WHAT INFORMATION DO WE WANT?

- About the building
- Staff directory
- Map of building
- Hours of offices, ThinkTank, CSAC, etc.
- Promotional Videos for the College
- Upcoming College events
- Weather!?



DELIVERABLES

Touchscreen Kiosk mounted on the wall of JEB south entrance

- Abundance of useful, relevant information
- Centralized source of information
- Helpful documentation for future people to maintain the kiosk



MEET THE COMPANY

- Offer start to finish solutions for digital signage
- Flexible development and display software
- System solutions – Touchscreen monitors, computers
- Database to manage signs
- Remote deployment and updating



CONSTRAINTS

- Utilize Four Winds Interactive (FWI) products
 - Content Manager – Development
 - Content Player – Display
- Tight security – faces the public
- Complete by May 2017



SPECIFICATIONS

General Requirement	Specific Requirement	Implementation
Map of building	Have a directory offices, rooms, etc. of the building and show a route to the location on a map.	Use Wayfinding with directory
About the building	Have information about the history of the building and what its purpose is.	Have a section where users can read up on the history of the building and about what it offers
Useful information	Populate the kiosk with useful and relevant information for a range of audiences.	Discern what information various groups would find useful, then acquire and display it
Security	Ensure that the kiosk cannot be tampered with in a way that would compromise it or other machines.	Hide the computer out of reach and have the kiosk on its own subnet
Maintainability	In the interest of future parties, design it in such a way that others will be able to learn to maintain it.	Polish final product to near perfection, provide as much documentation as possible



FALL 2016 DESIGN GOALS

- Iron out issues with development computer
- Complete training sessions with FWI
- Prototype initial design of kiosk



PROJECT LEARNING

- FWI development and display ecosystem
- Interested parties
 - Students, faculty, visitors
 - Groups/Clubs
 - Advertisers: job openings, volunteer needs, etc



POTENTIAL PROBLEMS

- Software is delicate
- Deployment coincides with construction
- Maintainability

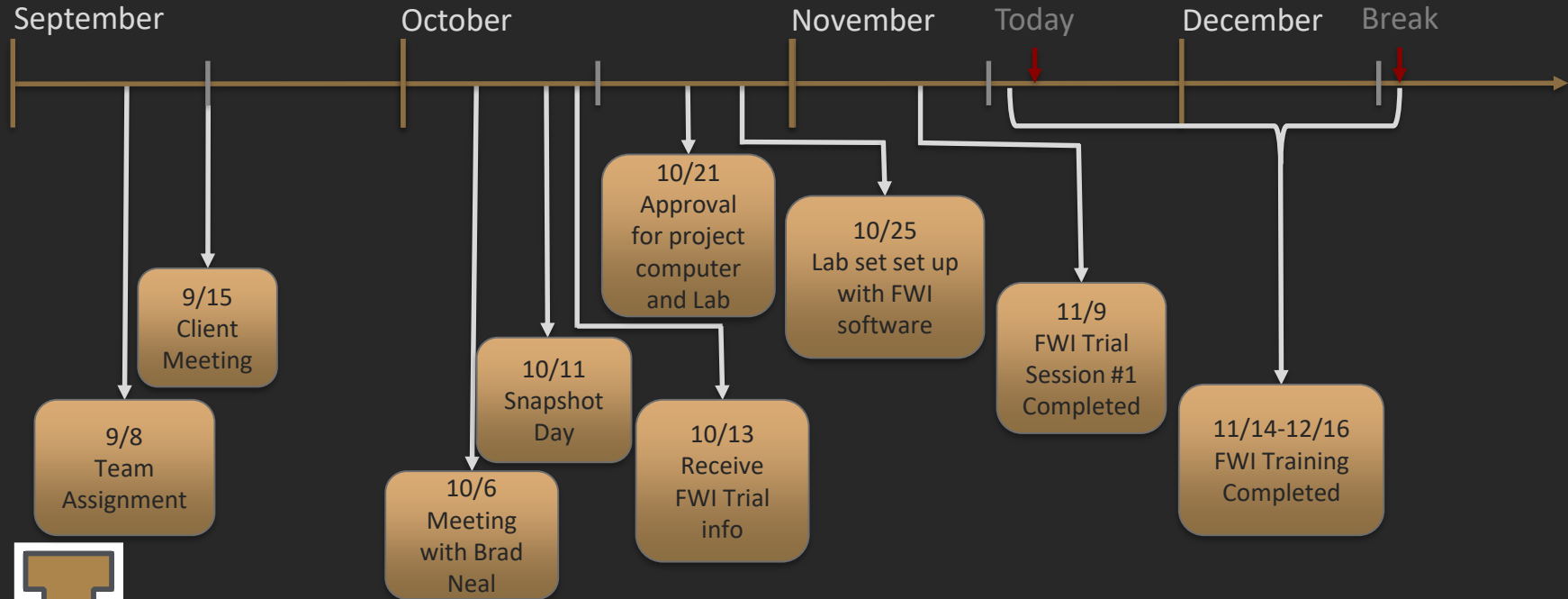


MANAGING THE RISKS

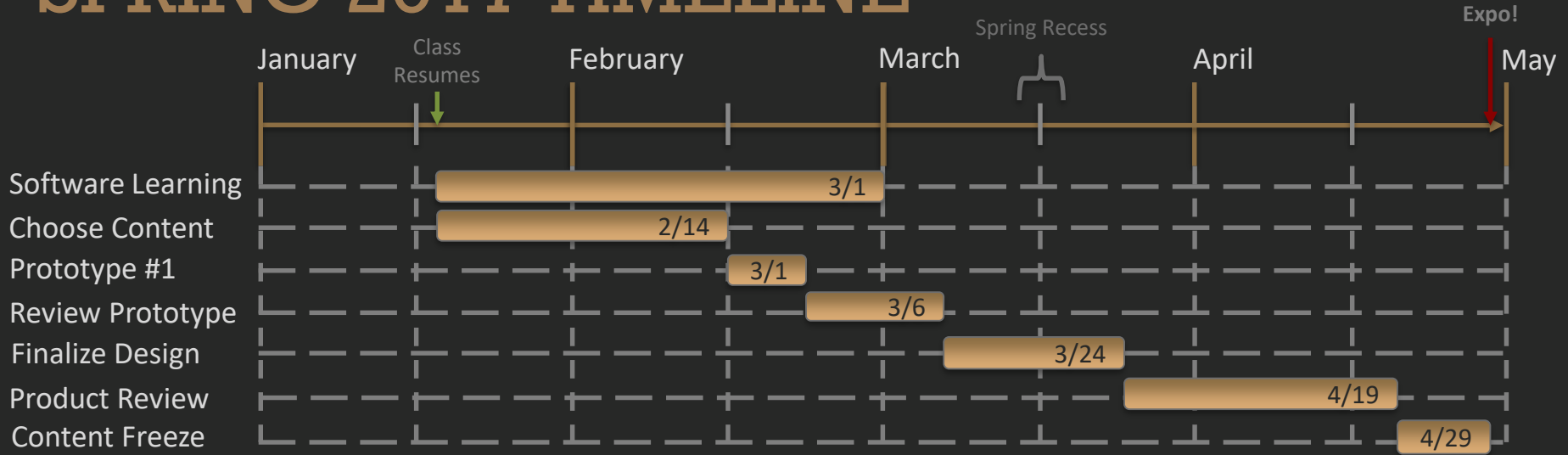
- Keep the computer as bare bones as possible
- Have a fallback if that location isn't working out
- Develop defensively
 - Document, document, document
 - Implement, test, learn, re-implement more cleanly
 - Review each other's contributions



FALL 2016 TIMELINE



SPRING 2017 TIMELINE



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QUESTIONS? COMMENTS?

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